

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Creative and Critical Thinking	COMM302	6	Theory 3	Practice -	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	X	-	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	

Language of Instruction	English
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Course Instructor(s)	Vic Grout	E-mail: vic.grout@arucad.edu.tr Office: TIOFF18		
Course Objectives	This is a course that aims to introduce students to the essentials of critical and creative thinking. Throughout the semester, students will watch and discuss documentaries, read and criticise articles, hear thinkers and creative artists from various fields and have the opportunity to discuss the very notion of creativity and critical thinking with them. Throughout, students will be encouraged to germinate and develop their own worldviews and explanations across various topics in different ways.			
Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods	
	1. Apply critical thinking techniques to a variety of topics and scenarios.	Lecture notes and reading material	Midterm report	
	2. Discuss contemporary issues in terms of creative and critical thinking.	Lecture notes and class discussion/debate	Midterm report	
	3. Compare, contrast, criticize and critique their own and others' creative material.	Lecture notes and class discussion/debate	Final exam	

Course Content	4. Present coherent arguments on complex topics by synthesizing conflicting material in a creative context.	Lecture notes and class discussion/debate	Final exam
	<p>The aim of this course is to help students understand and practice the techniques and tools that enable them to enhance and develop their creativity as well as the appreciation of creativity in other people. In this course, students will learn the techniques of criticizing appropriately and the knowledge and use of creative techniques for obtaining new or alternative solutions: to teamwork, to motivation, for improving performance of alternative solutions; as well as the concept of innovation in all areas of their future professional work. Loosely, the focus of the first half will be the critical thinking and the second half the creative thinking, but there will be considerable interplay throughout.</p>		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Syllabus review: course requirements, assignment and assessment policies, and reading list. A quick argument to begin with!	T	Class notes https://vicgrout.net/2017/04/03/fake-news-had-to-happen-but-why/
2	Thinking Critically. How to be a CAT (Critical Analytical Thinker)	T	Class notes
3	How to think! Thoughts into actions: Professional processes vs. 'Judging each case on its merits'? Reflection and reflective practice. Discussion and debate.	T	Chaffee, J., (2019). <i>Thinking critically</i> . Boston: Cengage Learning.
4	Perceiving and Believing. Decartes vs. non-western philosophies. Models of consciousness.	T	Hoffman, D.D. (2020) <i>The Case Against Reality: How Evolution Hid the Truth from Our Eyes</i> ,
5	Language and Thoughts. What art? Why art? Religion?	T & P	The Philosophy of Wittgenstein https://www.youtube.com/watch?v=XTgy3WCT0UU
6	Midterm Assignment. Discussion. Q & A.	T & P	Midterm project preparation discussions
7	Social media Midterm Assessment	T & P	Class notes
8	Points of view	T & P	Class notes

9	Artwork in the age of mechanical reproduction. Viewpoints.	T & P	<i>Ways of Seeing</i> documentary by John Berger, Episode 1 https://www.ways-of-seeing.com/ch1
10	Art and Exploitation. Sex, race and gender. Discrimination.	T & P	<i>Ways of Seeing</i> documentary by John Berger, Episode 2 https://www.ways-of-seeing.com/ch2 https://www.ways-of-seeing.com/ch3
11	Artwork as a Commodity. Ownership and 'value'. Commercialism.	T & P	<i>Ways of Seeing</i> documentary by John Berger, Episode 3 https://www.ways-of-seeing.com/ch4 https://www.ways-of-seeing.com/ch5
12	Artworks in Advertising, Consumer Culture. Consumerism.	T & P	<i>Ways of Seeing</i> documentary by John Berger, Episode 4 https://www.ways-of-seeing.com/ch6 https://www.ways-of-seeing.com/ch7
13	Humanism, Transhumanism & Posthumanism. AI and Art.	T	Donna Haraway, 'A Cyborg Manifesto' https://www.youtube.com/watch?v=XiF9SBrzWoU
14	Ideological, political and philosophical approaches.	T	Movie: <i>They Live</i>
15	Thinking Critically, Living Critically. Critical and creative analysis. Thought and action.	T & P	Class notes, Chaffee, J., (2019). <i>Thinking critically</i> . Boston: Cengage Learning.
16	Final exam week		

Required Course Material(s) / Reading(s)/ Text Book(s)	<p>Chaffee, J., (2017). <i>Thinking critically</i>. Boston: Cengage Learning. (Library catalogue number: B105.T54 .C42 2017)</p> <p>John Berger. <i>Ways of Seeing</i>. Harmondsworth: Penguin, 1990. (Library catalogue number N7430.5 .W39 2008)</p>
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Recommended Course Material(s)/ Reading(s) /Other	<p>Kialo Edu: A tool for thoughtful, inclusive class discussion: https://www.kialo-edu.com/</p> <p>Mindtools: https://www.mindtools.com/c7cpzpf/creativity-tools/creativity-tools</p> <p>Edgar Allan Poe (1846). <i>The Philosophy of Composition</i>. https://pdcrodas.webs.ull.es/fundamentos/PoeThePhilosophyOfComposition.pdf .</p>
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ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term Assignment	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		
Contribution of Final Exam to the Final Grade	1	60
TOTAL		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories.		X			
2	Knows the basic concepts and terminology related to the field of game design.	X				

3	Has knowledge about the history of computer and video games and developments in this field.	X				
4	Knows game design processes and related applications.		X			
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.				X	
6	Has the ability to analyze analog and digital game genres.	X				
7	Has the ability to use contemporary game engines and problem solving skills.				X	
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.			X		
9	Has knowledge about media literacy.					X
10	Has the competence to prepare projects based on ethical principles in game development processes.			X		
11	Has the competence to evaluate games as an art form.					X
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.		X			
13	Has the competence to take part and responsibility in game development teams.		X			
14	Has the competence to collect, analyze and interpret analytical data about games and players.			X		
15	Has the competence to develop and present a digital game project by using game design practices effectively.		X			
16	Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.				X	

ECTS / STUDENT WORKLOAD

ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		3	45
Preliminary Preparation and self- study	15		2	30
Mid-Term assignment	1		20	20

Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination	1		30	30
Other				
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives. However, plagiarism is easy to avoid if you make sure you identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources. The maximum similarity level is 20% in written assignments.

Important Note on Attendance: You must attend at least 70% of the sessions for this course or you will automatically fail. Students cannot be absent more than 30% of the time, *even if you have medical reports* or other forms of justification. Lecturers have no control over this rule: it will be rigorously applied by the system.

You will also be required to submit a statement on your use (if any) of generative AI when submitting assignment work.


















ASSESSMENT DETAILS AND EVALUATION CRITERIA:

Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.

Final grades will be determined by a weighted combination of midterm and finals, allowing students to develop their classroom and practical experience into the work of a reflective practitioner. Over the duration of the course they will critically analyse the thoughts and work of others and produce creative output of their own.

The midterm project, worth 40% of the overall course grade will require students to undertake an extended critique of an established creative form or media, whether that be a single piece of work, several pieces of work by a known individual or an entire genre. The word count, or equivalent, will be around 1,500 words.

The final examination, worth 60% of the overall course grade will focus on creative interpretation and critique including artistic aspects of emerging and future technology.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	✓
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	✓
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	

PREPARED BY	Vic Grout
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APPROVED	